TWISTED METAL 2

INSTRUCTION MANUAL

3Dfx

WINDOWS® 95
PC CD ROM

TEEN
AGES 13+
CONTENT RATED BY ESRB

SONY INTERACTIVE STUDIOS AMERICA

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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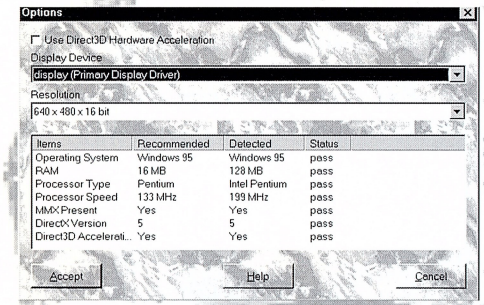
SYSTEM REQUIREMENTS



The *Options* screen analyzes your computer and compares your computer system with the recommended system requirements for Twisted Metal™ 2. Before you install **Twisted Metal 2**, be sure that your computer meets the system requirements.

To access the *Options* screen, follow these instructions:

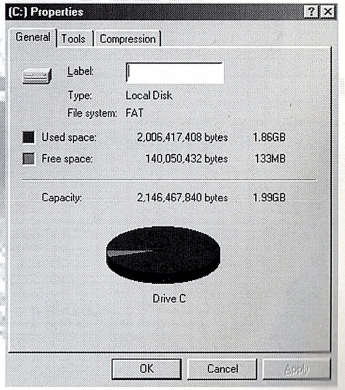
1. Insert the **Twisted Metal 2** CD into your CD-ROM drive, and the Installation menu should appear. If Autoplay is disabled, the Installation menu may not appear when you insert the CD into your CD-ROM drive. To manually open the Installation menu, double-click on the **My Computer** icon, and then double-click on the CD-ROM drive icon (usually D:). This will launch the Installation menu.

2. Click on **Options**, and the *Options* screen will appear. Listed in the *Options* screen are the computer components analyzed (Items), the recommended system requirements (Recommended), your computer components determined from the analysis (Detected), and the result of the analysis (Status).

3. Make sure that your computer meets the system requirements for **Twisted Metal 2**. "Pass" and "Okay" in **Status** mean that your computer meets the system requirements, and you may install **Twisted Metal 2**. If you see "Fail", **Twisted Metal 2** may play slowly or not load at all.

4. Click on **Cancel** to close the *Options* screen.

5. In addition to meeting the system requirements, you should check the amount of free hard drive space available to ensure that **Twisted Metal 2** installs properly. The minimum hard drive space required is 4 MB and the recommended is 79 MB.



6. To determine the amount of hard drive space available, double-click the **My Computer** icon on your desktop.

7. Right-click on the **Hard Drive** icon (usually C:, which is the default drive **Twisted Metal 2** is installed), and click on **Properties**.

8. The Properties screen will appear, showing the amount of free hard drive space available.

9. Click on **Cancel** to close the *Properties* screen.

INSTALLATION

1. Insert the **Twisted Metal 2** CD into your CD-ROM drive, and the Installation menu should appear. If **Autoplay** is disabled, the Installation menu may not appear when you insert the CD into your CD-ROM drive. To manually open the *Installation* menu, double-click on the **My Computer** icon, and then double-click on the **CD-ROM drive** icon (usually D:). This will launch the *Installation* menu.

2. The Installation menu has four option buttons along the bottom of the menu. These option buttons are:
   - **Install:** Install **Twisted Metal 2** to your hard drive.
   - **Options:** Toggle 3D acceleration, select default resolution, and check system requirements.
   - **Help:** Access on-line help and trouble-shooting documentations.
   - **Exit:** Close the *Installation* menu and return to your desktop.

3. Click on the **Install** button to begin installation. Follow the on-screen instructions that will guide you through the installation process.

4. Select the destination directory to install **Twisted Metal 2**. The default directory is C:\Program Files\Sony Interactive**Twisted Metal 2** (the letter of your hard drive may differ). Click on **Next** if you want to install it to the default directory, or click on **Browse** if you want to change the destination directory.

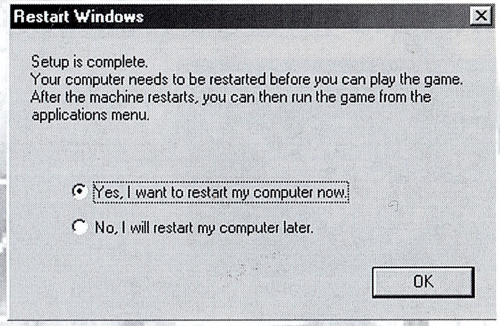
5. You will be prompted to select the size of installation (Typical, Compact, and Custom). Choose the installation type that does not exceed the amount of hard drive space you have available.

- **Typical** (79 MB hard drive space): If you have sufficient hard drive space, it is recommended that you select **Typical** for the best game play performance and fastest load times.
- **Compact** (4 MB): Select **Compact** if you have limited hard drive space. Expect load times to be longer if you select this installation.
- **Custom** (variable): You have the option to install specific components onto your hard drive. Hard drive space requirements vary depending on the components you choose to install.

Since certain files are not installed to your hard drive when you choose **Compact** or **Custom**, the CD must be present in the CD-ROM drive to start **Twisted Metal 2**. Typical installation, on the other hand, installs all the required files and does not need the CD to start **Twisted Metal 2**. Regardless of the installation type chosen, though, the CD must be in the CD-ROM drive when you play a single player game.

In a multi-player game session, one (1) CD is required in the CD-ROM drive for every three (3) players. Since Typical installation does not require the CD to start **Twisted Metal 2**, players who do not own a **Twisted Metal 2** CD, but wish to play a multi-player game, should consider choosing the Typical installation type.

1. Now a **Twisted Metal 2** program folder will be created. You can use the default name, rename the program folder, or select an existing one. Click on **Next** to continue.

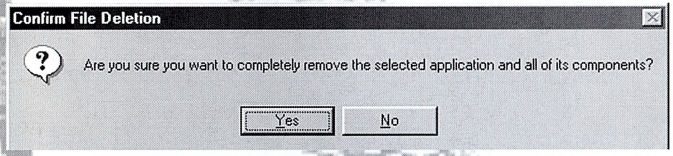


2. DirectX™5 will be installed if it had not been installed previously by another program. If DirectX 5 is already installed, it will search existing drivers and it may update the drivers.

3. Setup will begin copying files onto your hard drive. When copying is completed, the Intel Indeo API will be installed so that you can view .AVI end game movies. A "Setup is Complete" message will appear when the files are installed successfully.

4. Finally, you will be prompted to restart the computer. You should restart the computer so that any updates to drivers will take effect after the computer has rebooted.

UNINSTALLATION



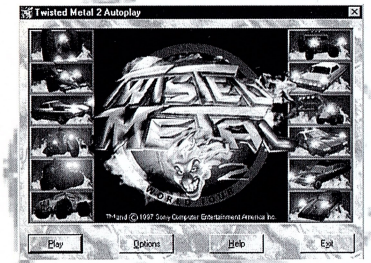
1. On the Windows® 95 task bar, click Start\Programs**Twisted Metal 2**\Uninstall **Twisted Metal 2**.

2. You will be asked, "Are you sure you want to completely remove the selected application and all of its components?" Click **Yes**.

3. When uninstallation is complete, an "Uninstall successfully completed" message will appear. Click **OK**.

Warning: Do not delete the **Twisted Metal 2** folder or its files before uninstalling **Twisted Metal 2**. **Twisted Metal 2** will not be completely removed from Windows 95 if you delete the **Twisted Metal 2** folder before uninstalling **Twisted Metal 2**.

STARTING TWISTED METAL 2



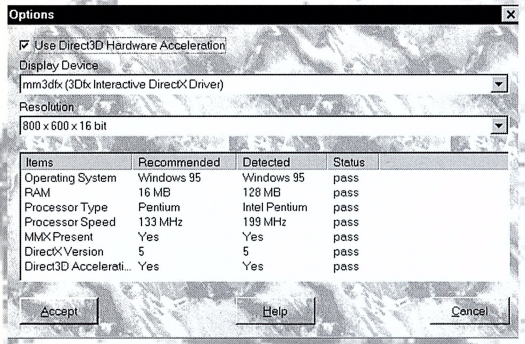
1. To load the game, insert the **Twisted Metal 2** CD into the CD-ROM drive, and the *Autoplay* screen should appear. If **Autoplay** is disabled, the **Autoplay** screen may not appear when you insert the CD into your CD-ROM drive. To manually open the *Installation* screen, double-click on the My Computer icon, and then double-click on the **CD-ROM Drive** icon (usually D:). This will launch the *Autoplay* screen.

2. The Autoplay screen has four option buttons along the bottom of the screen. These option buttons are:

- **Play:** Start **Twisted Metal 2.**
- **Options:** Toggle 3D acceleration, set default resolution and check system requirements.
- **Help:** Access on-line help and trouble-shooting documentations.
- **Exit:** Close the Installation screen and return to your desktop.

3. Click on **Play** to start the game.

3D ACCELERATION



Twisted Metal 2 supports Direct3D™ and is optimized for 3D accelerator cards with a 3Dfx™, Matrox™, or Rendition™ chipset. If you own a card with a 3Dfx, Matrox, or Rendition chipset, you will enjoy the enhancements it provides.

If you own a 3D accelerator card with a different chipset, even though your card is Direct3D compatible, it is NOT recommended that you play **Twisted Metal 2** in Direct3D hardware accelerated mode. You may experience corrupted graphics and erratic gameplay in accelerated mode.

Refer to the README.TXT file for more information on 3D accelerator cards supported in the game.

To configure **Twisted Metal 2** for Direct3D hardware acceleration, follow these instructions:

1. Insert the **Twisted Metal 2** CD into the CD-ROM drive, and the *Autoplay* screen should appear.

2. Click on **Options**, and the *Options* screen will appear.

3. Under Display Device, click on the **down-arrow** and select your 3D accelerator card.

4. Make sure you enable Direct3D Hardware Acceleration. Click on the **checkbox** if it is not enabled. If you decide to play **Twisted Metal 2** in unaccelerated mode, just click the **checkbox** to disable hardware acceleration.

Welcome to Twisted Metal 2

It has been a year since the last Twisted Metal tournament and sections of Los Angeles are still smoking. Citizens who thought they'd survive in the city's safety zones quickly learned that concrete and steel offered no protection from Calypso's demented contest. Twisted Metal has destroyed L.A.

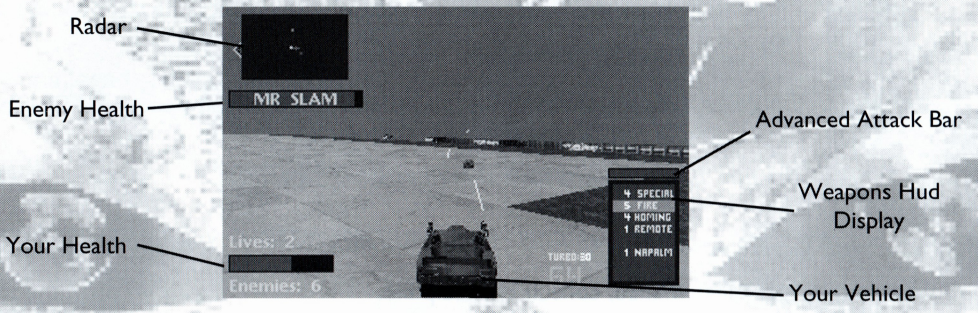
My name is Axel. For 20 years I have been trapped in my own vehicle—a prisoner stretched out, abandoned, and in constant agony. I have come to L.A. in search of Calypso, following the rumors that those who win Twisted Metal are granted anything they request. There is no greater prize than freedom, and when I win, I'll walk the world as a whole man... not this deformed creature.

But Twisted Metal has moved on, and I find only the rotting corpse of a once great city. This year the competition has gone global, to the roofs of New York, the open fields of Holland, and deep inside the winding subways of Hong Kong. Nothing will stop me from destroying my opponents and fulfilling my dream.

I regret that I must kill to be free. Their deaths will not be fair. But neither has been my life.

Game Views

Your driving view may be changed during game play by pressing the **Page Up** and **Page Down** keys. Note that you can configure your keyboard or joystick/joypad from within the game. See pg. 11. There are three different Game Views available in a 1 Player Game: CLOSE CHASE, FAR CHASE, and HELICOPTER.



WEAPON HUD DISPLAY: Backspace toggles between the Weapon List HUD and the Weapon Icon HUD. As their names imply, your weapon pick-ups are displayed either in a list or by icon.

RADAR: The **Home** key toggles the Radar **ON** and **OFF**. The GREEN CROSS in the center of the Radar Screen is your position, the COLORED DOTS are enemy vehicles, the FLASHING DOTS mean the enemy vehicles are located above or below your present position, and the GREEN ARROWS, which appear along the outer edges of the Radar Screen, show the general direction of enemy cars which are out of range. Underneath the Radar Screen appears the name and health bar of the enemy closest to you.

LIVES LEFT: The number of lives remaining appear only in Tournament Mode. You begin the Tournament with 3 Lives.

ADVANCED ATTACK ENERGY BAR: This energy bar indicates when you can execute an Advanced Attack (see pg. 12 for an explanation of Advanced Attacks.)

Beginning The Game

Once the game loads, you are presented with the *Title* screen, where you can choose the following: ONE PLAYER, MULTI-PLAYER, or OPTIONS. Click on your choice to make your selection. If no selection is made in 30 seconds, a demo will begin. Click the right mouse button to return to the *Title* Screen.

ONE PLAYER: You have three choices in a ONE Player Game — TOURNAMENT, CHALLENGE MATCH, and LOAD GAME.

PERFORMANCE NOTE: To increase the performance, consult the Help file.

TOURNAMENT: A Tournament Game consists of an eight level game. To clear a level, you must destroy all your opponent vehicles. Enemy vehicles are automatically chosen and their numbers increase with each level successfully passed. The Tournament continues until all your lives have expired or until you have completed all levels.

After choosing a Tournament Game, you must select your vehicle. Click on one of the directional arrows, or press the left/right arrow keys to cycle through all the different vehicles. To select a vehicle, press *Enter*. To view details and handling information about a particular vehicle, click on **CAR INFO**. To return to the *Select Car* screen, press **Enter**. Descriptions of all vehicles may be found in this manual beginning on pg. 18.

Players who complete all eight levels of the game will be rewarded their ultimate wish, compliments of the mighty Calypso.

CHALLENGE MATCH: In a Challenge Match, you first select a Battleground (described on pg. 17), then your vehicle, and then your opponents. Depending on the level, you may select up to nine enemy cars. Once you have chosen your opponent(s), click on START MATCH to begin the match.

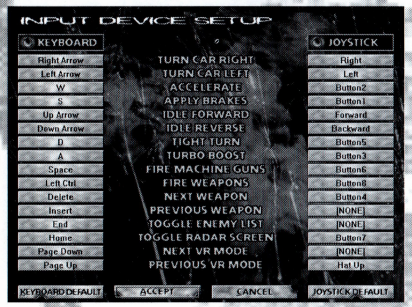
Unlike a Tournament Game, you do not progress to a new battleground once you have defeated all opponents. Instead, you begin a new match on the same battleground with the same vehicles.

LOAD: If you want to return to a saved game, select the game slot you wish to load and press **Enter**, or click on the game slot with your mouse.

OPTIONS: There are five options available — DIFFICULTY, MAP, INPUT CONFIG, AUDIO, and HISTORY.

DIFFICULTY: There are three levels of difficulty — EASY, MEDIUM, and HARD. In Easy Mode, only levels one through four can be played in a Tournament.

MAP: Turns the spinning globe **ON** and **OFF**.



INPUT CONFIG: Changes the mapping of your weapon controls. Follow the on-screen instructions to customize your control pad and/or keyboard.

AUDIO: Controls the Music and Sound Volume levels.

HISTORY: Lets you view the continuing story of the Twisted Metal Tournament, as well as game credits.

To quit the game and return to the desktop, press **Esc**.

Attacks and Weapons

In addition to built-in machine guns and the weapon pick-ups (described on the next page), there are three categories of attacks that can be executed with each vehicle: SPECIAL ATTACK, ADVANCED ATTACK, and COMBO ATTACK.

SPECIAL ATTACK: Special weapon attacks are unique to each vehicle and are described in "The Vehicles" section (see pg. 18). Special weapons are unlimited, however they can be depleted and must be allowed time to recharge. In general, a vehicle's special weapon attack does more damage than conventional weapon pick-ups.

ADVANCED ATTACK: Advanced Attacks and maneuvers are performed by pressing different sequences of the **Directional** keys. Since your vehicle's direction and acceleration may be affected when executing an Advance Attack or maneuver, be sure to familiarize yourself with controlling your car before you attempt them. Advanced Attacks are extremely useful and allow you to attack your enemy when you no longer have any weapons. They also enable your car to maneuver in unusual ways, creating combination attacks when used with other weapons (see Combo Attacks on pg. 15). Practice with the Advanced Attacks and maneuvers listed below. There are many possible Advanced Attacks in **Twisted Metal 2**. Most Advance Attacks require 3 or 4 button sequences, and some require more. Experiment and try to find them all!

COMBO ATTACK: These special moves create the first-ever car combo attacks! Combine Advance Attacks and maneuvers with your weapon pick-ups and watch your enemies beg for mercy. See pg. 15 for examples of the many possible combinations.

WEAPONS

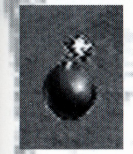
FIRE MISSILE

These are standard projectile missiles with slight homing capability and moderate damage rating.

POWER MISSILE

These are the most powerful missiles, causing major damage to enemy vehicles and the fighting environment.

RICOCHET BOMB



When released, these bombs bounce around in the environment until they strike a vehicle (including yours!). The longer the bomb is in play, the more powerful it becomes. Good for pushing your enemies around!

LIGHTNING

Only available in certain battlegrounds, the lightning originates from a powerful electrical source. Be sure you're far away, or the results can be shocking!

FIRST AID KIT

These pickups are essential for maintaining your health during a battle and may be limited, so use them before your enemies do!

HOMING MISSILE

Capable of zeroing in on an enemy vehicle from a distance.

NAPALM

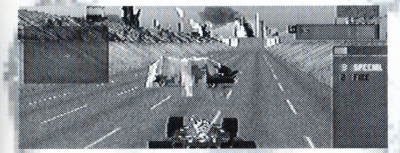
An enemy struck by napalm instantly catch fire. But watch out! Burning cars can ignite other cars and objects they touch!

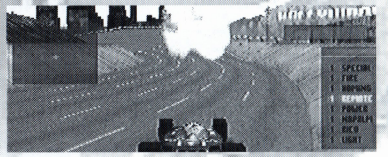
REMOTE BOMB

The most powerful of all weapon pick-ups, remote bombs do not explode until the fire button is pressed again. A flashing dot on your HUD indicates a bomb not yet detonated. Great for laying an explosive trap!

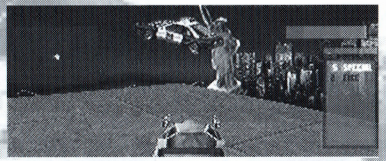
COMBO ATTACKS

Twisted Metal 2 is an open environment game, so there are many possible combos and strategies to invent and discover. Combo Attacks and Maneuvers involve a combination of Advance Attacks (see pg. 12) and special and standard weapon pick-ups. Experiment, practice, and show your opponent why you will be the winner of this year's Twisted Metal Tournament!





1) Freeze your enemy (an Advance Attack).
2) Plant a remote bomb (a weapon pick-up) next to him.
3) Back up and detonate the bomb. Major damage!



1) Wait on the edge of a cliff or roof until your enemy comes after you.
2) Jump straight in the air (an Advance Attack) as his vehicle tries to slam into you.
3) The enemy will race under you and over the edge! Try placing a bomb under you before jumping!

1) Combo attacks can also be performed with your vehicle's special weapon. As Grasshopper, activate your special weapon (Leap n' Slam).
2) While in the air, freeze your enemy (an Advance Attack).
3) After you have slammed down on your frozen enemy launch a power missile. A demolition dune buggy!

PEDESTRIANS

Some say hitting pedestrians is bad form... but **Twisted Metal 2** has the highest spectator death toll of any contest in human history. So help keep the tradition alive!

SKATEBOARDER

Show him the true meaning of thrashing.

SWIMMER

Blood is thicker than water.

MIME

Don't worry, if you hit him.
No one will hear him scream.

TWISTED GROUPIE

An excited fan of Twisted Metal™, he's just DYING to be noticed!

SANTA CLAUS

You've been bad this year. VERY bad.

BACK ALLEY CHEF

He may be quick with a knife, but how is he on his feet?

ARCTIC HUNTER

This time he'll really be on ice.

BUSINESS MAN

Splatter him all over Wall Street!

ARTIST

I hear red is his favorite color.

THE BATTLEGROUNDS

The interactive environments in **Twisted Metal 2** allow you to drive anywhere you want, when you want, with few restrictions. Explore each area and try to destroy it!

There's not much left of Los Angeles after the last Twisted Metal Tournament called the QUAKE ZONE RUMBLE. You are no longer restricted to the freeway and must destroy 6 enemies on the outskirts of Hollywood. Don't wait to be discovered or it'll be too late!

Ah, Paris in the spring. Untouched by the ravages of previous Twisted Metal tournaments, the city is waiting for a MONUMENTAL DISASTER. Enjoy the artists, museums, and landmarks as you eradicate the streets of 6 enemy vehicles.

Join the SUICIDE SLIDE and face off with 4 opponents in an abandoned Soviet missile silo. Release some ricochet bombs for a dangerous game of dodge ball, or jump across the chasm for floating weapon pick-ups. No comrades here!

Long forgotten by the modern world, the Colombian ruins of the FIRE WALK are a true challenge for the belligerent motorist. Can you avoid the molten lava while causing the demise of 6 opponents?

Don't look down! Knock 6 enemies off New York's famous skyline. Make THE BIG LEAP and battle your way into office buildings and hotel lobbies. Avoid sightseeing or you'll have more than your name on Broadway!

Hunt down 8 vehicles in and around windmills while plowing through tulip fields. Trap your opponent in a windmill and plant a remote bomb for ceiling-slamming fun! Go dutch and make them all pay in FIELD OF SCREAMS.

It's a deadly game of musical chairs as you slip and slide in THE DROP ZONE. Chunks of glacier break off and fall into the ocean while 5 enemies force you to the edge. Cold? Maybe a little napalm will keep you warm!

Survive the sights of the HONG KONG KRUNCH in Twisted Metal's final battle! Obliterate 8 opponent vehicles in the subways and harbors before taking on the reigning champion. It's a scream! Defeat him and claim your ultimate wish! But be careful...you may get what you ask for!

THE VEHICLES

There are twelve vehicles of destruction to choose from in Twisted Metal 2. There are details and handling information available on each vehicle under "CAR INFO" at the *Select Car* screen.

MARCUS

Marcus has been living in his car for the past ten years. Penniless, friendless, and on the brink of sanity, this homeless bum is convinced that the entire world is one horrific nightmare. If he wins Twisted Metal, sanity will be his prize and the key to going home.

Roadkill's Special Weapon is a Boomerang Missile that curves back towards your car. If you strike an enemy while the boomerang is returning, its destructive power increases three-fold. Because it is a quick-firing weapon, you must learn to control your car's speed while aiming.

AMANDA

Amanda Watts has a deadly obsession with high-speed vehicles. Bored with everyday cars, she is always searching for a faster ride. If she wins Twisted Metal, she'll ask Calypso to send her racing past the speed of light. But what will she discover when she gets there?

Twister's Special Weapon is a deadly Tornado Spin that picks up vehicles and swings them around. Any cars in her path will get caught in the vortex and slammed against buildings and other obstacles before being flung away. Be cautious when using this weapon on rooftops or cliffsides, because controlling your vehicle's position is extremely difficult.

AXEL

A prisoner in his own vehicle, **Axel** has roamed the world looking for an escape. A noble man pushed to the brink, Axel will destroy anyone who prevents his quest for freedom. But true freedom means confronting the man who placed him in the machine.

Axel's Special Weapon is an expanding Supernova Shockwave that originates from the platform his legs are locked into. Striking with the force of nuclear explosion, the weapon does more damage the closer a victim is to Axel. This weapon is also effective when Axel is in the air.

SIMON

A disgruntled architect fired from his job, **Simon** wants to win Twisted Metal for the power to build a structure so grand that it will stretch to the gates of Heaven! But what will be lurking behind those gates?

Mr. Slam's Special Weapon is a bone-crunching Jaw Slam that picks up an opponent in its teeth and repeatedly smashes their vehicle into the ground. Capable of causing extreme damage, the Jaw Slam will only pick up a vehicle if they are positioned closely to the jaws. To execute, hold the firing button down to raise the jaws, and then release the button when the enemy is in range.

MORTIMER

A keeper of lost souls, **Mortimer** helps those who met an untimely death get revenge on their killers. But this year, he's carrying a very strange cargo that will not rest until Calypso has been taken out.

Shadow's Special Weapon is a screaming Soul Shadow that glides along the ground at a haunting speed. Pressing the firing button once releases the Soul Shadow, and pressing the button again detonates it. Do not fire this weapon while using turbos or you may fall victim to your own hellish destruction!

MIKE N' STU

Clueless and looking for excitement (and chicks!), **Mike N' Stu** are hoping to get the ultimate high when they win the contest.

Hammer Head's Special Weapon allows the monster truck to crush an enemy under its wheels. Simply drive into another vehicle and the wheels do the rest! The weapon is automatic; it is not necessary to press the fire button. Be careful when chasing a victim! Though they cannot stop your hit-and-run, your enemies can still defend themselves!

CAPT. ROBERTS

Capt. Roberts lost her brother to last year's contest. He was a good cop, like her, but Calypso sent him spiraling off into a mysterious location. When she wins, she plans to find her brother and reunite her family.

Outlaw 2's Special Weapon is a shocking Omni Taser that locks on to the closest vehicle and inflicts a moderate amount of damage before zapping the enemy into the air. A great weapon for drive-by attacks.

WART HOG

A highly decorated army captain who wants a second chance at life. If **WartHog** wins the contest, he's asking Calypso for his youth back. What he gets instead will terrify even the bravest soldier.

WartHog's Special Weapon is a cluster of powerful missiles that home in on the nearest enemy. The longer the missiles are in the air, the more powerful they become. However, if you are too far away from a target the missiles will harmlessly crash into the environment.

MR.GRIMM

A ravenous creature of the night, **Mr. Grimm** exists only to feed off the souls of the unwary. Intent on causing the end of the world, Mr. Grimm is helping armageddon along by joining the tournament.

Mr. Grimm's Special Weapon, the Screaming Soul, is one of the most powerful Special Weapons of all the vehicles. A vehicle struck by this weapon will have part of their life force stripped away to be stored for the next shot. Lacking any homing capability, you must plan ahead and aim carefully.

KRISTA SPARKS

Krista Sparks is an underage driver who faked her age to join the tournament. She will stop at nothing to find her father whom she believed dead for the last ten years. When they meet face to face, sparks will fly.

Grasshopper's Special Weapon is difficult to avoid. The Leap n' Slam allows the dune buggy to jump high in the air and land hard on top of an enemy. Be careful when executing this attack in enclosed spaces, because you can sustain damage by hitting obstacles like ceilings and bridges. Grasshopper can be taken out of her special attack by a well aimed enemy attack.

BRUCE

Bruce has fought all his life for the dignity of his friends and family. But no matter how hard he fights, he can never win. This year he's asking for revenge on all those who have kept him down. But what he gets is hell on earth.

Thumper's Special Weapon is the Ultra Flame Thrower, a ferocious beam of fire that bursts from underneath the vehicle's hood. When confronted by several enemies at the same time, fire this Special Weapon and go into a tight turn. With luck you'll strike more than one car!

KEN

Ken is a man in search of popularity. He wants to be known and loved. But if he gets his fame he'll find there are worse things than being anonymous.

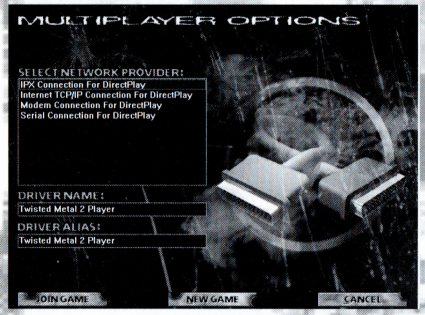
Spectre's Ghost Missiles are deadly missiles capable of passing through walls and homing in on an enemy. Because they are unconfined by obstacles, the Spook Missiles are only avoidable by zig-zagging out of their path.

Multi-Player Setup

Twisted Metal 2 offers several types of Multi-Player support, accessible from the *Multi-Player Options* screen. To access a multi-player game, select the Multi-Player option from the **Title** screen. There must be one **Twisted Metal 2** CD present for every 3 users.

PERFORMANCE NOTE: To increase the performance, consult the Help file.

MULTI-PLAYER OPTIONS



The *Multi-Player Options* screen is where you can make all the necessary selections to start a multi-player game. Multi-player games require 1 CD per every 3 users. For example if there are 8 users 3 CDs must be present and detected to start a game.

1. IPX CONNECTION FOR DIRECTPLAY

REQUIREMENTS FOR IPX LOCAL AREA NETWORK (LAN) PLAY

You must have access to a LAN to use this option, and IPX protocol must be installed in the network options within Windows 95. The IPX based game allows 8 users to play against each other over the LAN.

HOSTING AN IPX SESSION

As the host, your job is to set up the tournament type, give it a name, and possibly create a password to limit user access to the game. Follow these steps to initiate the IPX DirectPlay game:

- From the *Multi-Player Connection* screen, highlight (either with the mouse pointer or the arrow keys) "IPX Connection For DirectPlay" in the *Select DirectPlay Connection* box.
- You must then select a name. This will be your alias throughout the Multi-Player game. You select a name by clicking the mouse in the box titled "PLAYER NAME" or by pressing the **Tab** key on the keyboard (the standard key used by Windows 95 to move to the next field) and typing a name in the box.
- Next, click on the **NEW GAME** button with the mouse or **Tab** over to it and press the **Enter** key.
- After clicking **NEW GAME** you'll be transferred to the *Session Setup* screen (see pg. 31), where you will name the session, give it an optional password, and select the game type.
- Click **START** to continue.
- The *Driver Waiting Room* will appear (see pg. 33). When all the players are in the *Driver Waiting Room*, click **PLAY GAME** to begin the competition.

NOTE
In IPX and TCP/IP multi-player games, you (the host) may need to exit prior to gameplay or during a game. When you do this, host status will randomly be transferred to another user. If you exit while in the *Driver Waiting Room*, the change in host status will be reflected on the remaining users' screens. The new host will now have a "YES" listed in his "Host" column, while all other users will have a "NO".

JOINING AN IPX SESSION

Joining a multi-player IPX session is simpler than hosting one. Once the host has set up a session other players can join it. In order to join an IPX session, you need to follow these steps:

- From the *Multi-Player Connection* screen, select "IPX Connection For DirectPlay" and click on **JOIN**.
- Join the session on *Session Selection* screen.

- By highlighting a session name in the *TM2 SESSIONS* box, you can see the current drivers in that session.
- Once you decide which session you would like to join, click on **JOIN GAME** to go to the *Driver Waiting Room* (see pg. 33).
- Click on **READY** so that the host can start the tournament.
- Now wait for the host to begin the game.

2. INTERNET TCP/IP CONNECTION FOR DIRECTPLAY

REQUIREMENTS FOR INTERNET TCP/IP PLAY:

The TCP/IP method is used to connect multiple computers in LAN game play. To use TCP/IP, you must have this protocol installed in the network properties in Windows 95. Like the IPX LAN play, this mode allows 8 players to play against each other.

HOSTING A TCP/IP SESSION

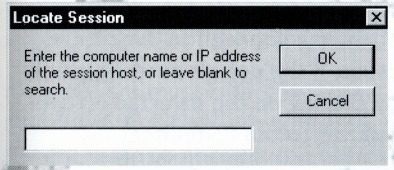
All of the host procedures are the same as described in the previous IPX section except for the following:

- From the *Multi-Player Connection* screen you must select **Internet TCP/IP Connection For DirectPlay** and click on **NEW GAME**.

JOINING A TCP/IP SESSION

Joining a multi-player TCP/IP session is simpler than hosting one. Once the host has set up a session other players can join it. In order to join an TCP/IP session, you must follow these steps:

- From the *Multi-Player Connection* screen, select **Internet TCP/IP Connection For DirectPlay** and click on **JOIN**.
- At this point the **Twisted Metal 2** screen will close and a *Locate Session* box will open. Note: If you cancel out of this screen, a network error may occur. However it will not crash the system.



- Press **OK** on the *Locate Session* box to continue on to the *Session Selection* screen (see pg. 30), where you can choose from the available sessions.

- By highlighting a session name in the *TM2 Sessions* box, you can see what other drivers are currently in that session.

- Once you decide which session you would like to join, click on **JOIN GAME** to get to the *Driver Waiting Room* (see pg. 33).

- Click on **READY** so that the host can start the tournament.

3. MODEM CONNECTION FOR DIRECTPLAY

REQUIREMENTS FOR 2-PLAYER MODEM PLAY:

Both users must have a 28.8 kbps modem or greater. Modem play allows two users to play head-to-head connected by their phone lines.

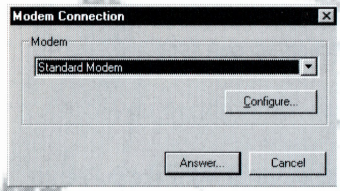
HOSTING A MODEM SESSION

Most of the procedures are the same as described in the IPX section except for the following:

- From the *Multi-Player Connection* screen, highlight the **Modem Connection For DirectPlay** and click **NEW GAME**.

- This will take you to the Session Setup screen, where you can select the game type. Then, input a session name an an optional session password (see pg. 35). If you select Endurance or Challenge mode, then choose a stage to compete in.

- Click **START** to continue. The *Modem Connection* box will appear.



- From here, select what type of modem you would like to use to establish the connection. Note: The modem must be properly installed and setup in Windows 95 prior to use. If the default modem is not the modem that you would like to use, you can change the modem by clicking on the inverted arrow next to the modem selection field and selecting from the modems attached to the computer.

- Make sure that your modem configuration is the same as his opponent's modem configuration prior to connection. You can alter your settings by clicking on the **Configure...** button and adjusting the settings within the window that will appear.
- When both users have their modems configured identically (not the modem brand or type, but the settings; i.e.. parity, stop bits, etc.), they are ready to establish a connection.
- At this time, you (the host) will press **Answer...** and await a call from the opponent's modem.
- Once a connection has been established, both players' names will appear in the *Driver Waiting Room*.
- Click **PLAY GAME** to begin the competition.

JOINING A MODEM SESSION

To join a modem session, select **Modem Connection For Direct Play** and then click on **JOIN**. You'll be taken to the Modem Connection window. From there, enter the number you would like to connect to and press **CONNECT**. As soon as the connection is established, you'll find yourself in the *Driver Waiting Room* (see pg. 33). Click on **READY** so that the host can start the tournament.

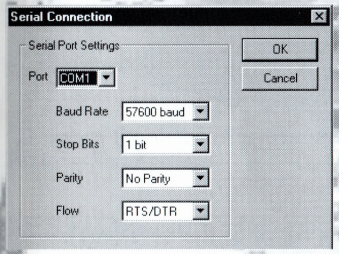
4. SERIAL CONNECTION FOR DIRECTPLAY

REQUIREMENTS FOR DIRECTPLAY THROUGH A SERIAL CONNECTION

Both players must have the "Direct Cable Connection" option installed in Windows 95. If it is not installed, you can find it on your Windows 95 CDs. Each computer must be set up to allow the other computer involved to share its files. You need a serial, null-modem, RS-232 cable to connect the computers through serial ports, or you can use one of the following types of parallel cables for parallel port connection: Standard or Basic 4-bit cable, ECP cable, or UCM cable. The computers must also both have matching IPX/SPX or NetBEUI protocols installed on them. All protocol and device support installation is done through Windows 95.

HOSTING A SERIAL SESSION

The host procedures for a Serial Connection game are like those of the Modem Connection game:



- From the Multi-Player Connection screen, highlight **Serial Connection For DirectPlay** and press **NEW GAME**.
- This will take you to the *Session Setup* screen, where you can select the game type. Then, input a session name and an optional session password (see pg. 35). If you select Endurance or Challenge mode, then choose a stage to compete in.
- Click **START** to continue. The *Serial Connection* box will appear.
- Use the same process described above to choose session type and to select the arena.
- Once the session type and arena have been selected, the *Driver Waiting Room* screen will appear with a *Serial Connection* box overlay.
- From here, configure your serial port settings, making sure that the COM port and other settings on this screen match those in the system configuration in Windows 95.

- When they match the Windows 95 configuration and the opponent's configuration (COM ports do not need to be the same on both computers), the connection is ready to be established. Click **OK** to establish a connection.

- If the settings are not correct, the host will receive a non-fatal Network error.

- Once a connection has been established, the players' names will appear in the *Driver Waiting Room*.

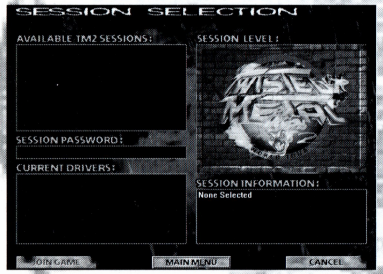
- Click on **PROCEED** to begin the competition.

JOINING A SERIAL SESSION

To join a Serial session, select **Serial Connection** and then click on **JOIN**. You'll be taken to the *Serial Connection* window. From there, enter the appropriate serial port setting and press **OK**. As soon as the connection is established, you'll find yourself in the *Driver Waiting Room* (see pg. 33). Click on **READY** so that the host can start the tournament.

SESSION SELECTION

After you establish a connection, you'll be taken to the *Session Selection* screen. The *Session Selection* screen consists of following 8 items:



1. **Available TM2 Sessions**: Shows the current sessions available and the name of the session(s). To select a session simply highlight and left click on the session you would like to join.

2. **Session Level:** Shows the level the session is starting on.

3. **Session Password**: If no session is available a session password may be needed. If you know the password and enter it with the correct spelling punctuation, and capitalization, the session will appear in the *Available TM2 Session* box. NOTE: if the font size is not the same as the host the user may not be able to fit the correct amount of letters in the password field and the session will not be available for you to join.

4. **Session Information:** The session information shows the current status of the highlighted session. This will show the session name, name of the stage, 'Mode' (Tournament, Challenge or Endurance modes), 'Max Players' (maximum number of players that can play) and 'Num Players' (the current number of players in the session). This will only be available if a session is present and highlighted.

5. **Current Drivers:** This will show the names of the drivers currently in the session. This will also only be available if a session is present and highlighted.

6. **Join Game:** If a session is selected and highlighted, this option will be available so that you can join the selected session.

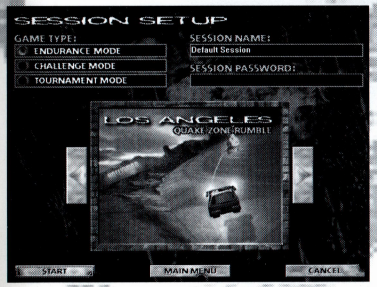
7. **Main Menu:** This option will return you to the title screen.

8. **Cancel:** This option will return you to the previous menu.

After a session is selected and **JOIN GAME** is selected, you will be taken to the *Driver Waiting Room*. For information on the *Driver Waiting Room*, please refer to the *Driver Waiting Room* portion of this document.

SESSION SETUP

After you select **NEW GAME** from the *Multi-Player Options* screen, you will be taken to the *Session Setup* screen.



The *Session Setup* screen consists of the following options:

1. GAME TYPE
The game type consists of three different game type options.

ENDURANCE MODE
This is a one stage game where you battle it out to rack up as many kills as possible. If your character dies, he will be brought back to life immediately so that the game play never ends.

CHALLENGE MODE
This is a one stage game where you battle it out until there is only one player left. The last standing driver becomes the victor and then the stage starts over.

TOURNAMENT MODE
This is an ongoing game through all the stages of game play that you would encounter in a one player game. This mode continues through all the 8 stages of TM2 and two bonus stages.

2. SESSION NAME
Choose any name you like for your session.

3. SESSION PASSWORD
Choose a password if you would like to limit the session to certain players. The player must enter the password correctly, or else the session will not appear on the Session Selection Screen. The session password should be limited to 10 characters.

4. STARTING STAGE SELECTION
You can select what stage the game will be or start on. To select a stage, click on either of the arrows next to the current stage shown.

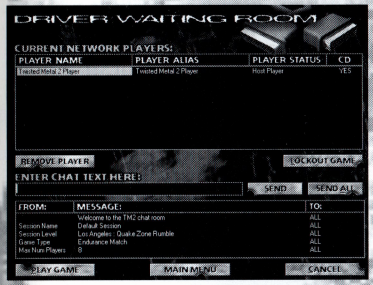
5. START
This will take you to the *Driver Waiting Room* where you will wait for other users to enter your session. Once **START** has been selected, the session will appear on the *Session Selection* screen for players to enter unless a password has been selected for the session.

6. MAIN MENU
This option will return you to the title screen.

7. CANCEL
This option will return you to the previous menu.

After all host options have been chosen and start selected, you will be brought to the *Driver Waiting Room*. For information on the *Driver Waiting Room*, please refer to the *Driver Waiting Room* portion of this document.

DRIVER WAITING ROOM



The Driver Waiting Room is where all the players gather to start a multi-player game after they have joined their selected session. The *Driver Waiting Room* consists of the following 10 options:

1. CURRENT NETWORK PLAYERS
The Current Network Players shows the current players in the session. It consists of the following:
Player Name: shows the names of players in the session.
Player Alias: shows the aliases of players in the session.
Player Status: this shows the status of the players. It also shows if they are 'Ready To Play', 'Connected', 'In Game' and if they are the 'Host Player'.
CD: this shows if the users have a CD present or not by showing **YES** or **NO**.

2. ENTER CHAT HERE
This is where you can enter messages, and chat to the other users in the session. To chat, type what you want to say and press **SEND ALL** or the **Enter** key on the keyboard. This will send the message to all the users. If you want to send a private message to a user, type what you want to say, highlight the user you want to send it to (by clicking on the user) and press **SEND** This will send the chat to the selected user only.

3. SEND
This will send messages to a specific user. To learn how, see above.

4. SEND ALL
This will send messages to all the users in the *Driver Waiting Room*.

5. CHAT BOX
This shows the session status, whom the message is from, the message and the player to whom the message goes.

6. PLAY GAME
This option is only present on the hosts computer. This is to start the game when all the users are ready to play.

7. READY
This is only on the joining player's screen. When selected, it updates the your status to "Ready". You cannot start a game until this option is selected.

8. UNDO READY
This is only on the joining player's screen. When selected this will change the players 'Ready' status to 'Connected'.

9. MAIN MENU
This option will return the you to the *Title* screen.

10. CANCEL
This option will return the you to the previous menu.

At this room, if the host exits a new host will be chosen and the session will continue. The screen will show all changes of current players status. After all users are ready and **PLAY GAME** is selected, by the host, the game will move on to the driver selection. After all users select their drivers the game will begin.

PASSWORDS

The host can use a password to limit access to the session. The password(s) for a Multi-Player session is case sensitive; it must be typed exactly the same by the host and his guests. A problem can occur when both the host and the guest have different font sizes in Windows 95. Limiting the password to 10 characters or less should eliminate this problem.

IMPROVING MULTI-PLAYER PERFORMANCE

Since a Multi-Player session is more taxing to your computer system, the performance of your computer can determine the outcome of your competition. Therefore, a performance indicator was added to show you how your computer performs. Follow the suggestions below to increase the performance of your computer. The host should be the fastest computer, since the host acts as the server. Decrease the detail level, screen size, and resolution to increase frame rate. Modem sessions should connect at 28800 bps or higher.

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Cost of the call is 95¢ per minute. Automated hints available 24 hours a day, 7 days a week. Touch-tone phone required. Must be 18 years of age or have parental consent.

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